

ABSTRACT

A demonstration display method is provided for a game machine which can display various changing display screens of different presentation patterns in a short time, and which a player can enjoy the game machine sufficiently. In the demonstration display method, changing display screens are displayed in which each changing display screen corresponds to a presentation pattern determined on the basis of a predetermined condition from among a plurality of presentation patterns,. The demonstrating sequence of the individual presentation patterns is specified on the basis of sequence information in which the demonstrating sequence of the respective presentation patterns is registered, and the changing display screens corresponding to the respective presentation patterns are successively displayed on the display unit in accordance with the specified demonstrating sequence.